TITLE OF INVENTION: No Limit Poker game

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CROSS -REFERENCE TO RELATED APPLICATIONS:

U.S. Patent Documents

5752702   May., 1998 McDoniel   273/292.

6379245   Apr., 2002 De Keller   463/13.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH

OR DEVELOPMENT: Not Applicable

REFERENCE TO SEQUENCE LISTING, A TABLE, OR COMPUTER

PROGRAM LISTING COMPACT DISK APPENDIX: Not Applicable

BACKGROUND OF THE INVENTION:

This invention relates to a *poker* card game played with conventional

playing cards, i.e. a single deck of cards that includes four suits (spades,

hearts, clubs and diamonds) totaling fifty two cards per deck. There is in existence a *poker* card game known as No Limit Hold Em. The game is played so that each player has the use of seven cards in order to form a five card *poker* hand. The player having the highest *poker* hand is the game winner. Hands are ranked in standard *poker* fashion, i.e. royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, one pair, and high card, in descending order.

The term "No Limit" refers to every player in the game having the option to wager all his money or be "all-in" during each of the four rounds of betting. A player will often move "all-in" when he thinks he has the best hand and wants to win the most money from an opponent.

U.S. Class: 273/292; 273/274; 463/13

International Class: A63F 1/00

Field of Search: 273/292,274 463/13

BRIEF SUMMARY OF THE INVENTION

This invention provides a safeguard for any player when playing No Limit Hold Em. A player who is "all-in" can no longer make any further decisions about his hand and must see the hand through until all five community cards are dealt. As a result, one significant problem is that a player who has demonstrated superior skill and has a statistically significant advantage over his opponent can still lose, and experience what is called a "bad beat."

This invention allows a player the opportunity to fold and get back a percentage of his wager once there is no more betting possible; that is when one or more players are said to have risked all their money or be "all-in". This safeguard is only available prior to revealing the next to last card or the last card. It reduces the element of luck in No Limit Hold Em.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWING

FIG. 1 is a diagram showing a sequence of card playing and betting according to the invention.

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FIG. 2 is a diagram of the type shown in FIG. 1, except that it relates to a prior art game known as Hold Em.

DETAILED DESCRIPTION OF THE INVENTION

There is in existence a *poker* card game known as No Limit Hold Em. The game is played so that each player has the use of seven cards in order to form a five card *poker* hand. The player having the highest *poker* hand is the game winner. Hands are ranked in standard *poker* fashion, i.e. royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, one pair, and high card, in descending order.

In No Limit Hold Em each player receives two face down cards. Additionally, there are five community cards dealt face up. The term "community card" refers to a card that is exposed (face up) and available for use by any of the players in order to form a *poker* hand. Each player is enabled to use seven cards (i.e. the two concealed cards that he holds, plus the five community cards that are available to each player).

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In Hold Em the cards are dealt sequentially so that each player initially receives his two cards face down, after which the five community cards are dealt face up. Rounds of betting occur at certain times during the course of the deal as follows:

first, after the two face down cards have been dealt,

second, after the third community card has been dealt,

third, after the fourth community card has been dealt, and

finally after the fifth community card has been dealt.

Thus, there are four rounds of betting (in addition to an ante or blind bets prior to the cards being dealt.)

The term "No Limit" refers to every player in the game having the option to wager all his money or be "all-in" during each of the four rounds of betting. A player will often move "all-in" when he thinks he has the best hand and wants to win the most money from an opponent.

One significant problem with No Limit Hold Em is that luck rather than skill, which can cost an "all-in" player all his money, can decide any one hand of poker. A player who is "all-in" can no longer make any further decisions about his hand and must see the hand through until all five

community cards are dealt; hoping to end up with the best hand of poker.

As a result, luck rather than decision making skills becomes a bigger part of

the game.

For perspective, an "all-in" player will often be a 4-1 favorite against an

opponent before the three community cards are revealed. However, after the

community cards are dealt this advantage can be lost. As a result, the "all-

in" player, who demonstrated more skill against his opponent, will lose all

his money due to the result of a mathematical disaster.

In this new invention, the players remaining in a hand must expose their two

face down cards when no more betting is possible. The situations when no

more betting is possible in a hand include:

(a) there are two players remaining in a hand and one player is "all-in" and

the other player is not "all-in"

(b) two or more players remaining in a hand are "all-in"

(c) there are more than two players in a hand and all but one player is not

"all-in"

When no more betting is possible, the remaining players two face down cards are exposed and the players now have the option of folding and getting back a fair share of his wager. A player can get back 40% of his money if he folds after the first three community cards are revealed, or 20% of his wager if he folds after the fourth community card is revealed. This allows the game of No-Limit Hold Em to minimize the element of luck and for the skilled player to be rewarded.

With the additional features of this new invention, the more skilled player will avoid what are known as "bad beats" (bad beats are times when a player has a significant statistical advantage over an opponent, but still loses everything). Some of the new decisions in this game include the following:

(a) A player who knows that their "all-in" wager has some insurance can decide that moving "all-in" is less risky and can use this tactic more often

(b) A player must know the value of their "all-in" wager compared to the correct odds of winning their hand after the first three community cards are revealed.

(c) A player must know the value of their "all-in" wager compared to the correct odds of winning their hand after the fourth community is revealed.

This invention is especially suited for electronic and online gaming, as the calculation of returning 40% and 20% of an "all-in" wager can be computed instantly.

Specific features of the invention will be apparent from the attached drawings and description of a way that the game is played according to the invention.

Referring to FIG. 1, there is shown a diagram that explains how the game of the present invention is played. The diagram shows 12 different events taking place sequentially along with 11 possible betting decisions. The diagram pre-supposes five players, although the game can be played by different numbers of players, up to about ten players.

The game is played with a single deck of cards containing four suits of thirteen cards per suit, making a total of fifty-two cards. The deck is conventional *poker* deck (or bridge deck). The aim of each player is to achieve a winning *poker* hand, using two concealed cards held by each player and five community cards available to all players.

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Referring to FIG. 1, prior to event No. 1 the players ante an agreed number of chips (tokens) to form a pot, i.e. the prize for the winning hand.

Event No. 1 involves dealing two cards face down to each player. Each player is permitted to look at his two cards, but not the cards of the other players.

Event No. 2 involves a first round of betting. The players' bet, based on the first two cards dealt to each player. Any player can drop out of the game or fold at any time, e.g. after the first two cards have been dealt to each player, but prior to the first round of betting. Any player can wager all of their money or be "all-in" at the end of this round of betting.

Event No. 3 involves the situations where no more betting is possible. The players remaining in the hand must expose their two face down cards. If there is more betting possible, the players remaining in the hand can not expose their two face down cards.

Event No. 4 involves the dealing of three community cards face up. In the diagram the three face up cards are illustratively depicted as a spade, heart and diamond. The cards can in practice be any card in the deck, i.e. the three topmost cards in the deck.

Any player can use a community card in order to form a five card *poker* hand. For example, if player A should hold two kings and one of the three community cards is a king, then player A has a hand value of three kings at that point in time.

Event No. 5 depends upon whether there is anymore betting possible.
If there is no more betting possible, any of the players remaining have the option to fold and get 40% of his wager returned.
If there is more betting possible, the players who are not "all-in" can perform a second round of betting. The players base their bets on their individual hands, plus the three community cards. Each player also takes into consideration the bets of the other players. Any player can wager all their money or be "all-in" at the end of this round of betting.

Event No. 6 involves the situations where no more betting is possible after the second round of betting. The players remaining in the hand must expose their two face down cards. If there is more betting possible, the players remaining in the hand can not expose their two face down cards.

Event No. 7 is the dealing of a fourth community card. As with the previous three community cards, the fourth community card can be any card in the deck, i.e. the topmost card in the deck at the moment.

Event No. 8 depends upon whether there is anymore betting possible.
If there is no more betting possible, any of the players remaining have the option to fold and get 20% of his wager returned.
If there is more betting possible, the players who are not "all-in" can perform a third round of betting. The players base their bets on their individual hands, plus the four community cards. Each player also takes into consideration the bets of the other players. Any player can wager all their money or be "all-in" at the end of this round of betting.

Event No. 9 involves the situations where no more betting is possible. The players remaining in the hand must expose their two face down cards. If

there is more betting possible, the players remaining in the hand can not

expose their two face down cards.

Event No. 10 is the dealing of a fifth community card. As with the previous

community cards, the fifth community card can be any card in the deck, i.e.

the topmost card in the deck at the moment.

Event No. 11 is a fourth round of betting. The players base their bets on their

individual hands, plus the five community cards. Each player also takes into

consideration the bets of the other players. Any player can wager all their

money or be "all-in" at the end of this round of betting. However, any player

who is already "all-in" or who has just moved "all-in" can no longer fold.

Event No 12 is determining the winning hand. The hands of the players still

in the game are exposed to disclose the winning hand. This winning hand is

determined by combining the five community cards, together with the two

down cards to form individual five card *poker* hands. The highest *poker*

hand is the game winner.

The new No Limit Hold Em game compares favorably with the current game. The present invention provides for more decisions and reduces the element of luck. In addition, the present invention allows for the more skilled players to have fewer "bad beats;" situations where a player is a mathematical favorite but still ends up losing. And, the new invention allows the less skilled player a chance to play longer as their money lasts longer by folding when being behind.